

ABSTRACT OF THE DISCLOSURE

An electronic gaming system (10) including a master station (12) connected to one or more electronic remote gaming units (14) in a logical network. Each electronic remote gaming unit (14) includes a connection interface (26) for receiving a plug-in processor module (28) and a plug-in communication module (30). The plug-in processor module (28) includes a main processor (32) for running a gaming program which enables the remote gaming unit (14) to provide game play to a player. The main processor (32) can also control the operation of the remote gaming unit (14) and control communications with other gaming units (12, 14) via the communication module (30). The communication module (30) includes wireless communications hardware (46) or hard-wired communications hardware (48) for communicating with the other gaming units (14) in the logical network. The gaming system also includes false bingo deterrent means (68) for inhibiting voice communication from the remote gaming unit (14) to the master station (12) for broadcast to the other players when the remote gaming unit (14) has not scored a bingo.